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IEEE JNL IEEE Journal or Magazine

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IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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Steiner, T.; Suhl, D.;
Components, Hybrids, and Manufacturing Technology, IEEE Transactions on [see also *IEEE Transactions on Packaging and Manufacturing Technology, Part A, B, C*]
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25-26 March 2006 Page(s):125 - 131
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IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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Yong Zhou; Toga, A.W.;

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Mascaro, S.; Kuo-Wei Chang; Asada, H.H.;

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Relevance scale **1** [Visualizing quaternion rotation](#)

 John C. Hart, George K. Francis, Louis H. Kauffman
July 1994 **ACM Transactions on Graphics (TOG)**, Volume 13 Issue 3

Publisher: ACM PressFull text available:  [pdf\(5.49 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Quaternions play a vital role in the representation of rotations in computer graphics, primarily for animation and user interfaces. Unfortunately, quaternion rotation is often left as an advanced topic in computer graphics education due to difficulties in portraying the four-dimensional space of the quaternions. One tool for overcoming these obstacles is the quaternion demonstrator, a physical visual aid consisting primarily of a belt. Every quaternion used to specify a rotation can be repr ...

Keywords: deformation, education, interpolation, orientation, quaternions, rotation, visualization

**2** [Stylized rendering techniques for scalable real-time 3D animation](#)

 Adam Lake, Carl Marshall, Mark Harris, Marc Blackstein
June 2000 **Proceedings of the 1st international symposium on Non-photorealistic animation and rendering**

Publisher: ACM PressFull text available:  [pdf\(2.25 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: cartoon effects, cartoon rendering, pencil sketch rendering, real-time nonphotorealistic animation and rendering, silhouette edge detection, stylized rendering

**3** [Interface and new interactive systems \(panel session\)](#)

 Brenda Laurel, David Nagel, Chris Schmandt, Michael Naimark, Douglas Crockford
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Publisher: ACM PressFull text available:  [pdf\(2.25 MB\)](#)Additional Information: [full citation](#), [index terms](#)

4 Unconventional human computer interfaces

 Steffi Beckhaus, Ernst Kruijff
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(2.89 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course focuses on how we can use the potential of the human body in experimental or unconventional interface techniques. It explores the biological or physiological characteristics of the separate parts of the body, from head to toe, and from skin to heart, showing how their sensor (input) and control (output) capabilities can be applied to human computer interfaces. We demonstrate a wide variety of applications that make use proven interfaces as well as extremely experimental systems. Exam ...

5 Biological applications: An efficient genetic algorithm for predicting protein tertiary structures in the 2D HP model

 Thang N. Bui, Gnanasekaran Sundarraj
June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

Full text available:  [pdf\(153.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Given the amino acid sequence of a protein, predicting its tertiary structure is known as the protein folding problem. This problem has been widely studied under the HP model in which each amino acid is classified, based on its hydrophobicity, as an H (hydrophobic or non-polar) or a P (hydrophilic or polar). Conformation of a protein in the HP model is embedded as a self-avoiding walk in either a two-dimensional or a three-dimensional lattice. The protein folding problem in the HP model is to fi ...

Keywords: 2D HP model, genetic algorithm, protein folding problem

6 Programming pearls: the envelope is back

 Jon L. Bentley
March 1986 **Communications of the ACM**, Volume 29 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(755.04 KB\)](#) Additional Information: [full citation](#), [index terms](#)

7 SpeechSkimmer: a system for interactively skimming recorded speech

 Barry Arons
March 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Listening to a speech recording is much more difficult than visually scanning a document because of the transient and temporal nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. This article describes techniques for structuring, filtering, and presenting recorded speech, allowing a user to navigate and interactively find information in the audio domain. This article describes the SpeechSkimmer system for interacti ...

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data,

speech skimming, speech user interfaces, time compression

8 Cloth & deformable bodies: Discrete shells

Eitan Grinspun, Anil N. Hirani, Mathieu Desbrun, Peter Schröder

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**

Publisher: Eurographics Association

Full text available:  [pdf\(11.40 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we introduce a discrete shell model describing the behavior of thin flexible structures, such as hats, leaves, and aluminum cans, which are characterized by a curved undeformed configuration. Previously such models required complex continuum mechanics formulations and correspondingly complex algorithms. We show that a simple shell model can be derived geometrically for triangle meshes and implemented quickly by modifying a standard cloth simulator. Our technique convincingly simula ...

9 Virtual and augmented reality: FingARtips: gesture based direct manipulation in

 **Augmented Reality**

Volkert Buchmann, Stephen Violich, Mark Billinghurst, Andy Cockburn

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**

Publisher: ACM Press

Full text available:  [pdf\(590.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a technique for natural, fingertip-based interaction with virtual objects in Augmented Reality (AR) environments. We use image processing software and finger- and hand-based fiducial markers to track gestures from the user, stencil buffering to enable the user to see their fingers at all times, and fingertip-based haptic feedback devices to enable the user to feel virtual objects. Unlike previous AR interfaces, this approach allows users to interact with virtual content using ...

Keywords: Augmented Reality, gesture interaction, occlusion

10 Art papers: Interactive wallpaper

 Jeffrey Huang, Muriel Waldvogel

August 2005 **Proceedings of the ACM SIGGRAPH 05 electronic art and animation catalog GRAPH '05**

Publisher: ACM Press

Full text available:  [pdf\(408.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Interactive Wallpaper represents a new category of digital art. Deeply embedded into our built surroundings, interactive wallpapers exhibit the following characteristics, blurring the boundaries between decorative art and useful science:1. They operate in everyday life2. They are open3. They are spatial4. They are alive. Interactive wallpapers combine these primitives into powerful "immaterial" building blocks for creation of future spaces, buildings, cities. In this paper, we present a series o ...

11 Chat circles

 Fernanda B. Viégas, Judith S. Donath

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

Additional Information:

Full text available:  [pdf\(1.21 MB\)](#)

[full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although current online chat environments provide new opportunities for communication, they are quite constrained in their ability to convey many important pieces of social information, ranging from the number of participants in a conversation to the subtle nuances of expression that enrich face to face speech. In this paper we present Chat Circles, an abstract graphical interface for synchronous conversation. Here, presence and activity are made manifest by changes in color and form ...

Keywords: Internet, World Wide Web, chatroom, conversation, graphical history, social visualization, turn-taking

12 Forth: Tina: an improbable 3-pin microcontroller 

 Paul Frenger
February 2005 **ACM SIGPLAN Notices**, Volume 40 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(550.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The twenty-first century is rapidly becoming the age of nanotechnology. Everything seems to be getting smaller these days, especially in the electronic and scientific fields. The fuel-efficient Mazda Miata and Toyota MR2 have become the city commuter's must-have vehicles. The bulky boom-box has been replaced by the more socially responsible Apple iPod, with its minuscule rotating hard disk drive. The familiar 5-inch CD is being replaced by 3-inch versions, with smaller ones on the horizon. The p ...

13 First evaluation of a novel tactile display exerting shear force via lateral displacement 

 Knut Drewing, Michael Fritschi, Regine Zopf, Marc O. Ernst, Martin Buss
April 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(4.14 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Based on existing knowledge on human tactile movement perception, we constructed a prototype of a novel tactile multipin display that controls lateral pin displacement and, thus produces shear force. Two experiments focus on the question of whether the prototype display generates tactile stimulation that is appropriate for the sensitivity of human tactile perception. In particular, Experiment I studied human resolution for distinguishing between different directions of pin displacement and Exper ...

Keywords: Haptic interfaces, psychophysics, shear force, tactile movement perception, tangential displacement

14 Computers and politics in China 

 Andrew C. Gordon
October 1978 **ACM SIGSOC Bulletin**, Volume 10 Issue 2-3

Publisher: ACM Press

Full text available:  [pdf\(1.54 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Consider the following observations about the People's Republic of China: A team of "workers, peasants and soldiers" adhering in 1976 to the principle that "education must serve proletarian politics and be combined with productive labor," and working in a "simple workshop built through self-reliance" successfully developed a 1024-bit MOS random access memory chip for computers "with 5000 transistors on a chip one-fourth of the size of a fingernail."

15 Work-in-progress: Active CyberCode: a directly controllable 2D code

 Yuji Ayatsuka, Jun Rekimoto

April 2006 **CHI '06 extended abstracts on Human factors in computing systems CHI '06**

Publisher: ACM Press

Full text available:  [pdf\(973.86 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Many augmented reality (AR) applications which overlay computer graphics on a real image have been developed. One of the limitations of such applications is that a user has to control CG objects, invoked by a realworld condition, using a traditional input device like a keyboard or mouse. We developed a directly controllable 2D code called Active CyberCode. A user can give commands by putting his/her finger on a printed button beside the code. The code has fixed and variable parts, and the variab ...

Keywords: 2D code, CyberCode, direct manipulation

16 Some reflections on designing construction kits for kids

 Mitchel Resnick, Brian Silverman

June 2005 **Proceeding of the 2005 conference on Interaction design and children IDC '05**

Publisher: ACM Press

Full text available:  [pdf\(364.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, we present ten guiding principles for designing construction kits for kids, informed by our experiences over the past two decades: * Design for Designers* Low Floor and Wide Walls* Make Powerful Ideas Salient -- Not Forced* Support Many Paths, Many Styles* Make it as Simple as Possible -- and Maybe Even Simpler* Choose Black Boxes Carefully* A Little Bit of Programming Goes a Long Way* Give People What They Want -- Not What They Ask For* Invent Things That You Would Want to Use You ...

Keywords: construction kits, design, education, learning, metadesign

17 Computers and politics in China

 Andrew C. Gordon

April 1979 **ACM SIGCAS Computers and Society**, Volume 9 Issue 3-4

Publisher: ACM Press

Full text available:  [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

18 Geometric representations and applications: Automated mixed dimensional modelling

 for the finite element analysis of swept and revolved CAD features

T T Robinson, C G Armstrong, G McSparron, A Quenardel, H Ou, R M McKeag

June 2006 **Proceedings of the 2006 ACM symposium on Solid and physical modeling SPM '06**

Publisher: ACM Press

Full text available:  [pdf\(2.32 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Thin-walled aerospace structures can be idealised as dimensionally reduced shell models. These models can be analysed in a fraction of the time required for a full 3D model yet still provide remarkably accurate results. The disadvantages of this approach are the time taken to derive the idealised model, though this is offset by the ease and rapidity of design optimisation with respect to parameters such as shell thickness, and the fact that the stresses in the local 3D details can not be resolve ...

19 Dimension Reduction in Text Classification with Support Vector Machines 

Hyunsoo Kim, Peg Howland, Haesun Park

September 2005 **The Journal of Machine Learning Research**, Volume 6**Publisher:** MIT PressFull text available:  [pdf\(138.56 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Support vector machines (SVMs) have been recognized as one of the most successful classification methods for many applications including text classification. Even though the learning ability and computational complexity of training in support vector machines may be independent of the dimension of the feature space, reducing computational complexity is an essential issue to efficiently handle a large number of terms in practical applications of text classification. In this paper, we adopt novel d ...

20 Enhancing three-dimensional vision with three-dimensional sound  Daniel Dobler, Philipp StampfliAugust 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This course offers a thorough introduction to three-dimensional, multi-channel sound. Three-dimensional sound has been neglected in most VR and AR applications, even though it can significantly enhance their realism and immersion. This course explains the main concepts and the most important terms, and provides a detailed overview of the currently available hardware and software. It combines theoretical and practical knowledge on how to apply these technologies in VR and AR systems.

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1 [Cloth & deformable bodies: Discrete shells](#)

Eitan Grinspun, Anil N. Hirani, Mathieu Desbrun, Peter Schröder

July 2003 **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**
Publisher: Eurographics Association

Full text available: [pdf\(11.40 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In this paper we introduce a discrete shell model describing the behavior of thin flexible structures, such as hats, leaves, and aluminum cans, which are characterized by a curved undeformed configuration. Previously such models required complex continuum mechanics formulations and correspondingly complex algorithms. We show that a simple shell model can be derived geometrically for triangle meshes and implemented quickly by modifying a standard cloth simulator. Our technique convincingly simula ...

2 [Biological applications: An efficient genetic algorithm for predicting protein tertiary structures in the 2D HP model](#)

Thang N. Bui, Gnanasekaran Sundarraj

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**
Publisher: ACM Press

Full text available: [pdf\(153.17 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Given the amino acid sequence of a protein, predicting its tertiary structure is known as the protein folding problem. This problem has been widely studied under the HP model in which each amino acid is classified, based on its hydrophobicity, as an H (hydrophobic or non-polar) or a P (hydrophilic or polar). Conformation of a protein in the HP model is embedded as a self-avoiding walk in either a two-dimensional or a three-dimensional lattice. The protein folding problem in the HP model is to fi ...

Keywords: 2D HP model, genetic algorithm, protein folding problem

3 [Stylized rendering techniques for scalable real-time 3D animation](#)


Adam Lake, Carl Marshall, Mark Harris, Marc Blackstein

June 2000 **Proceedings of the 1st international symposium on Non-photorealistic animation and rendering**
Publisher: ACM Press

Full text available:  [pdf\(2.25 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: cartoon effects, cartoon rendering, pencil sketch rendering, real-time nonphotorealistic animation and rendering, silhouette edge detection, stylized rendering

4 User interfaces for three-dimensional geometric modelling

 A. R. Forrest
January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**

Publisher: ACM Press

Full text available:  [pdf\(1.27 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

One of the biggest obstacles to the wider adoption of geometric modelling systems for three-dimensional objects is the relatively poor state of user interfaces. In geometric design, two forms of interface are required: one which permits rapid evaluation of the three-dimensional nature of an object and its relationship with other objects, and one which permits precise positioning and shaping of an object. Many systems provide one or the other but fail to provide both. The paper will address ...

5 Visualizing quaternion rotation

 John C. Hart, George K. Francis, Louis H. Kauffman
July 1994 **ACM Transactions on Graphics (TOG)**, Volume 13 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(5.49 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Quaternions play a vital role in the representation of rotations in computer graphics, primarily for animation and user interfaces. Unfortunately, quaternion rotation is often left as an advanced topic in computer graphics education due to difficulties in portraying the four-dimensional space of the quaternions. One tool for overcoming these obstacles is the quaternion demonstrator, a physical visual aid consisting primarily of a belt. Every quaternion used to specify a rotation can be repr ...

Keywords: deformation, education, interpolation, orientation, quaternions, rotation, visualization

6 E-commerce-models, structure, mechanisms, globalization, and strategy: The application of exchange oriented three-dimensional e-commerce model: cases based explanation

Qi Li, Xianfeng Zhang

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

Publisher: ACM Press

Full text available:  [pdf\(366.59 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the explosion of Internet users and the expansion of Internet applications, more and more entities will involve in electronic commerce activities. However, how to guide those companies, as well as organizations, to smoothly and successfully launch or run businesses turn to be a problem. On the ground of previous studies, the paper is to further elaborate the three-dimensional e-commerce model and explain how it can be adopted to guide practical applications. In the contents, the connotation ...

Keywords: application dimension, case, commerce chain, e-commerce, electronic

commerce, model

7 Interface and new interactive systems (panel session)

 Brenda Laurel, David Nagel, Chris Schmandt, Michael Naimark, Douglas Crockford
August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Publisher: ACM Press

Full text available:  pdf(2.25 MB)

Additional Information: [full citation](#), [index terms](#)



8 Innovation, management & strategy: Three dimensional model: an analyzing sketch

 for e-commerce theories and applications

Qi Li, Xianfeng Zhang

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press

Full text available:  pdf(304.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



The sundry e-commerce related theoretic researches and practical application cases appear to have limitations in stressing the essence of e-commerce, depositing profound theories, and well guiding practices. Consequently, there still exists an urgent necessity for an integrated analyzing sketch of e-commerce. After clarifying such vital concepts like commerce (deal), commerce chain (deal chain), six flows, and application dimensions, the paper solves the problem through introducing a conceptual ...

Keywords: application dimension, commerce chain, commerce mode, e-commerce chain, three dimensional model

9 A muscle model for animation three-dimensional facial expression

 Keith Waters

August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available:  pdf(995.74 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



The development of a parameterized facial muscle process, that incorporates the use of a model to create realistic facial animation is described. Existing methods of facial parameterization have the inherent problem of hard-wiring performable actions. The development of a muscle process that is controllable by a limited number of parameters and is non-specific to facial topology allows a richer vocabulary and a more general approach to the modelling of the primary facial expressions. A brief discu ...

10 Three-dimensional human display model

 T. E. Potter, K. D. Willmert

April 1975 **ACM SIGGRAPH Computer Graphics , Proceedings of the 2nd annual conference on Computer graphics and interactive techniques SIGGRAPH '75**, Volume 9 Issue 1

Publisher: ACM Press

Full text available:  pdf(185.67 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



A two-dimensional computer graphic display of a three-dimensional model depicting a human being is presented. The major body segments of the model are represented as non-uniform elliptic cylinders. The shadow outlines of these cylinders are displayed on the

terminal screen and connected by circular arcs and straight lines to produce a realistic representation of a human being in any position. This human model was developed for the display of results of three-dimensional simulation programs which ...

11 Virtual and augmented reality: FingARtips: gesture based direct manipulation in

 Augmented Reality

Volkert Buchmann, Stephen Violich, Mark Billinghurst, Andy Cockburn

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**

Publisher: ACM Press

Full text available:  [pdf\(590.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a technique for natural, fingertip-based interaction with virtual objects in Augmented Reality (AR) environments. We use image processing software and finger- and hand-based fiducial markers to track gestures from the user, stencil buffering to enable the user to see their fingers at all times, and fingertip-based haptic feedback devices to enable the user to feel virtual objects. Unlike previous AR interfaces, this approach allows users to interact with virtual content using ...

Keywords: Augmented Reality, gesture interaction, occlusion

12 Helping users think in three dimensions: steps toward incorporating spatial cognition

 in user modelling

Michael Eisenberg, Ann Nishioka, M. E. Schreiner

January 1997 **Proceedings of the 2nd international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available:  [pdf\(943.90 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: HyperGami, polyhedra, spatial cognition, user modelling

13 E-commerce-models, structure, mechanisms, globalization, and strategy: The design

 and analysis of three-dimensional e-business model

Ming Qi, Xianjun Huang

August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

Publisher: ACM Press

Full text available:  [pdf\(306.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The paper analyzes the electronic check system based on threshold group signature quoted from document [1] then points out there are still problems in electronic check system applied in enterprises. And the dynamic threshold group signature scheme is a solution to these problems therefore, becomes the electronic check system based on dynamic threshold group signature.

Keywords: e-policy, three-dimensional EC, three-dimensional model

14 Watermarking three-dimensional polygonal models

 Ryutarou Ohbuchi, Hiroshi Masuda, Masaki Aono

November 1997 **Proceedings of the fifth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  [pdf\(1.69 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: copyright protection, data hiding, digital fingerprinting, digital watermarking, steganography, three-dimensional geometrical modeling, three-dimensional graphics

15 Three dimensional tree grammars for the modeling of plants

 Jeffrey J. McConnell

February 1988 **Proceedings of the 1988 ACM sixteenth annual conference on Computer science**

Publisher: ACM Press

Full text available:  [pdf\(488.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A system to generate pictures of plants requires a model for plant growth, that includes size and shape influences, and a renderer to produce images from the model output. The model of this two step process is examined, from a basis in botanical research. An enhancement of graph grammars to three dimensions is presented for the model of plant growth. A discussion of the use of these grammars to model plant growth examines the three botanical elements of phyllotaxis, branch orientation, and ...

16 Data modeling and security: An abstract model of three-dimensional spatial data types

 types

Markus Schneider, Brian E. Weinrich

November 2004 **Proceedings of the 12th annual ACM international workshop on Geographic information systems**

Publisher: ACM Press

Full text available:  [pdf\(208.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Although spatial objects of our world have an intrinsic three-dimensional (3D) nature, *<3D data modeling>* and *<3D data management>* have so far been neglected in spatial database systems and Geographical Information Systems, which map geometric data mainly to two-dimensional abstractions. But increasingly the third dimension becomes more and more relevant for application domains like pollution control, water supply, soil engineering, urban planning, and aviation. Larg ...

Keywords: 3D spatial data type, GIS, algebra, data model, spatial database

17 SpeechSkimmer: a system for interactively skimming recorded speech

 Barry Arons

March 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Listening to a speech recording is much more difficult than visually scanning a document because of the transient and temporal nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. This article describes techniques for structuring, filtering, and presenting recorded speech, allowing a user to navigate and interactively find information in the audio domain. This article describes the SpeechSkimmer system for interacti ...

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming, speech user interfaces, time compression

18 Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1**Publisher:** ACM PressFull text available: [pdf\(7.76 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

19 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder

December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4**Publisher:** ACM PressFull text available: [pdf\(7.38 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

20 Computer graphics for large scale two- and three-dimensional analysis of complex geometries

Bruce Eric Brown

August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques SIGGRAPH '79**, Volume 13 Issue 2**Publisher:** ACM PressFull text available: [pdf\(1.38 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A comprehensive set of programs have been developed for analysis of complex two- and three-dimensional geometries in the Mechanical Engineering Department of the University of California's Lawrence Livermore Laboratory. State of the art finite element and hydrodynamic codes are being used for the analytical portion of the work. To assist the analytical effort, several additional codes which depend heavily on graphics have been developed. These are basically used for the pre- and post-proces ...

Keywords: Computer graphics, Engineering databases, Finite elements, Three-dimensional applications

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40. **Deep X-ray lithography for the production of three-dimensional microstructures from metals, polymers and ceramics • ARTICLE**
Radiation Physics and Chemistry, Volume 45, Issue 3, March 1995, Pages 349-365
W. Ehrfeld and H. Lehr
[Abstract](#) | [Abstract + References](#) | [PDF \(2654 K\)](#)

41. **Corporate story-telling: the buxomly secretary, a pyrrhic victory of the male mind • ARTICLE**
Scandinavian Journal of Management, Volume 10, Issue 2, June 1994, Pages 175-191
Sabine Helmers and Regina Buhr
[Abstract](#)

42. **Analytical biotechnology • MISCELLANEOUS**
Current Opinion in Biotechnology, Volume 5, Issue 1, February 1994, Pages 95-114

43. **Towards protein folding by global energy optimization • REVIEW ARTICLE**
FEBS Letters, Volume 325, Issues 1-2, 28 June 1993, Pages 17-22
Ruben A. Abagyan
[Abstract](#) | [Abstract + References](#) | [PDF \(801 K\)](#)

44. **Computational procedures and energy integral for dynamic fracture in viscoplastic materials • ARTICLE**
Engineering Fracture Mechanics, Volume 44, Issue 4, March 1993, Pages 591-607
R. J. DexterP. E. O'Donoghue
[Abstract](#)

45. **Differential expression of the msp130 gene among skeletal lineage cells in the sea urchin embryo: a three dimensional in situ hybridization analysis • ARTICLE**
Mechanisms of Development, Volume 37, Issue 3, May 1992, Pages 173-184
Michael Alan Harkey, Helen R. Whiteley and Arthur H. Whiteley
[Abstract](#)

46. **A new transducer for facet force measurement in the lumbar spine: Benchmark and *in vitro* test results • ARTICLE**
Journal of Biomechanics, Volume 25, Issue 1, January 1992, Pages 69-71
Thomas P. Hedman
[Abstract](#)

46 Articles Found

pub-date > 1991 and pub-date < 2005 and fingernail* and model! and three dimensional
[Edit Search](#) | [Save Search](#) | [Save as Search Alert](#)

results 1 - 46

WEST Search History

DATE: Monday, June 19, 2006

<u>Hide?</u>	<u>Set Name</u>	<u>Query</u>	<u>Hit Count</u>
<i>DB=PGPB,USPT; THES=ASSIGNEE; PLUR=YES; OP=ADJ</i>			
<input type="checkbox"/>	L4	L3 and (fingernail? same three dimensional)	17
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END OF SEARCH HISTORY

Hit List

[First Hit](#) [Clear](#) [Generate Collection](#) [Print](#) [Fwd Ref's](#) [Bkwd Ref's](#)
[Generate OACS](#)

Search Results - Record(s) 1 through 6 of 6 returned.

1. Document ID: US 20060038318 A1

L1: Entry 1 of 6

File: PGPB

Feb 23, 2006

PGPUB-DOCUMENT-NUMBER: 20060038318

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060038318 A1

TITLE: A method and process of manufacturing an artificial nail blank

PUBLICATION-DATE: February 23, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson; Scott L.</u>	Layton	UT	US
<u>Gifford; Craig P.</u>	West Jordan	UT	US

US-CL-CURRENT: 264/248; 264/328.8

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMMC](#) | [Drawn De](#)

2. Document ID: US 20060036415 A1

L1: Entry 2 of 6

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036415

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036415 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by welding

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson; Scott L.</u>	Layton	UT	US
<u>Gifford; Craig P.</u>	West Jordan	UT	US

US-CL-CURRENT: 703/2

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMMC](#) | [Drawn De](#)

3. Document ID: US 20060036414 A1

L1: Entry 3 of 6

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036414

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036414 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson</u> ; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 703/2[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMC](#) | [Draw](#) 4. Document ID: US 20060034507 A1

L1: Entry 4 of 6

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060034507

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060034507 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by library reference

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson</u> ; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 382/154[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMC](#) | [Draw](#) 5. Document ID: US 20060033758 A1

L1: Entry 5 of 6

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060033758

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060033758 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by morphing

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson</u> ; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 345/646

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KINIC	Draw. De
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 6. Document ID: US 20050175558 A1

L1: Entry 6 of 6

File: PGPB

Aug 11, 2005

PGPUB-DOCUMENT-NUMBER: 20050175558

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20050175558 A1

TITLE: Method and process for detecting a nail surface

PUBLICATION-DATE: August 11, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
<u>Nielson</u> , Scott L	Layton	UT	US
Gifford, Craig P	West Jordan	UT	US

US-CL-CURRENT: 424/61; 382/127

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KINIC	Draw. De
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Term	Documents
NIELSON	3327
NIELSONS	1
FINGERNAIL?	0
FINGERNAILS	2582
((NIELSON.IN.) AND FINGERNAIL?).PGPB,USPT.	6
(NIELSON.IN. AND FINGERNAIL?).PGPB,USPT.	6

Hit List

[First Hit](#) [Clear](#) [Generate Collection](#) [Print](#) [Fwd Refs](#) [Bkwd Refs](#) [Generate OACS](#)

Search Results - Record(s) 1 through 16 of 16 returned.

1. Document ID: US 20060036415 A1

L2: Entry 1 of 16

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036415

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036415 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by welding

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 703/2

[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KMC](#) [Drawn De](#)

2. Document ID: US 20060036414 A1

L2: Entry 2 of 16

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036414

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036414 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 703/2

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMTC	Draw. De
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3. Document ID: US 20060034507 A1

L2: Entry 3 of 16

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060034507

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060034507 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by library reference

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 382/154

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMTC	Draw. De
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4. Document ID: US 20060033758 A1

L2: Entry 4 of 16

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060033758

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060033758 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by morphing

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 345/646

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMTC	Draw. De
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5. Document ID: US 20060004019 A1

L2: Entry 5 of 16

File: PGPB

Jan 5, 2006

PGPUB-DOCUMENT-NUMBER: 20060004019
PGPUB-FILING-TYPE:
DOCUMENT-IDENTIFIER: US 20060004019 A1

TITLE: Steroid sparing agents and methods of using same

PUBLICATION-DATE: January 5, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Lieberburg, Ivan	Berkeley	CA	US

US-CL-CURRENT: 514/253.09

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KUMC](#) | [Draw](#) | [De](#)

6. Document ID: US 20050260193 A1

L2: Entry 6 of 16

File: PGPB

Nov 24, 2005

PGPUB-DOCUMENT-NUMBER: 20050260193
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050260193 A1

TITLE: Steroid sparing agents and methods of using same

PUBLICATION-DATE: November 24, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Lieberburg, Ivan	Berkeley	CA	US

US-CL-CURRENT: 424/130.1

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KUMC](#) | [Draw](#) | [De](#)

7. Document ID: US 20050245492 A1

L2: Entry 7 of 16

File: PGPB

Nov 3, 2005

PGPUB-DOCUMENT-NUMBER: 20050245492
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050245492 A1

TITLE: Use of equol for treating skin diseases

PUBLICATION-DATE: November 3, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
------	------	-------	---------

Lephart, Edwin Douglas	Orem	UT	US
Lund, Trent D.	Wheaton	IL	US
Reginald Setchell, Kenneth David	Cincinnati	OH	US
Handa, Robert J.	Fort Collins	CO	US

US-CL-CURRENT: 514/170

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMM](#) | [Drawn](#)

8. Document ID: US 20050089890 A1

L2: Entry 8 of 16

File: PGPB

Apr 28, 2005

PGPUB-DOCUMENT-NUMBER: 20050089890
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050089890 A1

TITLE: Multimolecular devices and drug delivery systems

PUBLICATION-DATE: April 28, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Cubicciotti, Roger S.	Montclair	NJ	US

US-CL-CURRENT: 435/6; 530/395

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMM](#) | [Drawn](#)

9. Document ID: US 20040143359 A1

L2: Entry 9 of 16

File: PGPB

Jul 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040143359
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20040143359 A1

TITLE: System and process for creating custom fit artificial fingernails using a non-contact optical measuring device

PUBLICATION-DATE: July 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Yogo, Teruaki	Seto	MI	JP
Li, Yong	LaSalle		CA
Hoki, Kazuhiro	Canton		US

US-CL-CURRENT: 700/161; 700/117

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMPC	Drawn De
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10. Document ID: US 20040053272 A1

L2: Entry 10 of 16

File: PGPB

Mar 18, 2004

PGPUB-DOCUMENT-NUMBER: 20040053272

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040053272 A1

TITLE: Methods of constructing a model of cellular development and differentiation using homozygous stem cell systems, methods of assessing and cataloging proteins expressed therein, cDNA libraries generated therefrom, and materials and methods using same

PUBLICATION-DATE: March 18, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Huang, Steven Chien-Wen	Germantown	MD	US
Lin, Hua (Helen)	North Potomac	MD	US

US-CL-CURRENT: 435/6; 435/366, 435/455, 435/7.2

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMPC	Drawn De
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11. Document ID: US 20030063102 A1

L2: Entry 11 of 16

File: PGPB

Apr 3, 2003

PGPUB-DOCUMENT-NUMBER: 20030063102

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20030063102 A1

TITLE: Body image enhancement

PUBLICATION-DATE: April 3, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Rubinstenn, Gilles	Paris		FR
Pruche, Frances	Senlis		FR

US-CL-CURRENT: 345/619

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KMPC	Drawn De
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12. Document ID: US 20030013994 A1

L2: Entry 12 of 16

File: PGPB

Jan 16, 2003

PGPUB-DOCUMENT-NUMBER: 20030013994
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20030013994 A1

TITLE: Methods and systems for generating a prognosis

PUBLICATION-DATE: January 16, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Rubinstenn, Gilles	Paris		FR
Pruche, Francis	Senlis		FR

US-CL-CURRENT: 600/587

[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Drawn De](#)

13. Document ID: US 20020034757 A1

L2: Entry 13 of 16

File: PGPB

Mar 21, 2002

PGPUB-DOCUMENT-NUMBER: 20020034757
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20020034757 A1

TITLE: Single-molecule selection methods and compositions therefrom

PUBLICATION-DATE: March 21, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Cubicciotti, Roger S.	Montclair	NJ	US

US-CL-CURRENT: 435/6; 435/91.2, 536/22.1, 536/23.1, 536/24.3

[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Drawn De](#)

14. Document ID: US 20010042552 A1

L2: Entry 14 of 16

File: PGPB

Nov 22, 2001

PGPUB-DOCUMENT-NUMBER: 20010042552
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20010042552 A1

TITLE: Personal holograph nails

PUBLICATION-DATE: November 22, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Dempsey, Lori Ann	Plant City	FL	US
Dempsey, Brian W.	Plant City	FL	US

US-CL-CURRENT: 132/73

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KOMC](#) | [Draw](#) | [De](#)

15. Document ID: US 6762025 B2

L2: Entry 15 of 16

File: USPT

Jul 13, 2004

US-PAT-NO: 6762025

DOCUMENT-IDENTIFIER: US 6762025 B2

TITLE: Single-molecule selection methods and compositions therefrom

DATE-ISSUED: July 13, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Cubicciotti; Roger S.	Montclair	NJ		

US-CL-CURRENT: 435/6; 435/91.2, 536/22.1, 536/23.1, 536/24.3, 536/24.5

[Full](#)

Hit List

First Hit	Clear	Generate Collection	Print	Fwd Refs	Bkwd Refs
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Search Results - Record(s) 1 through 17 of 17 returned.

1. Document ID: US 20060036415 A1

L4: Entry 1 of 17

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036415

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036415 A1

TITLE: A method, process and computer program to automatically create a customized
three-dimensional nail object by welding

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 703/2[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KMMI](#) | [Drawn Ds](#)

2. Document ID: US 20060036414 A1

L4: Entry 2 of 17

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060036414

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060036414 A1

TITLE: A method, process and computer program to automatically create a customized
three-dimensional nail object

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 703/2

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KOMC	Drawn De
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3. Document ID: US 20060034507 A1

L4: Entry 3 of 17

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060034507

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060034507 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by library reference

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 382/154

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KOMC	Drawn De
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4. Document ID: US 20060033758 A1

L4: Entry 4 of 17

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060033758

PGPUB-FILING-TYPE:

DOCUMENT-IDENTIFIER: US 20060033758 A1

TITLE: A method, process and computer program to automatically create a customized three-dimensional nail object by morphing

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Nielson; Scott L.	Layton	UT	US
Gifford; Craig P.	West Jordan	UT	US

US-CL-CURRENT: 345/646

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments	Claims	KOMC	Drawn De
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5. Document ID: US 20060033713 A1

L4: Entry 5 of 17

File: PGPB

Feb 16, 2006

PGPUB-DOCUMENT-NUMBER: 20060033713
PGPUB-FILING-TYPE:
DOCUMENT-IDENTIFIER: US 20060033713 A1

TITLE: Interactive video based games using objects sensed by TV cameras

PUBLICATION-DATE: February 16, 2006

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Pryor; Timothy R.	Tecumseh		CA

US-CL-CURRENT: 345/158; 345/156

[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Draw. De](#)

6. Document ID: US 20050139669 A1

L4: Entry 6 of 17

File: PGPB

Jun 30, 2005

PGPUB-DOCUMENT-NUMBER: 20050139669
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050139669 A1

TITLE: Dual-sided smart card reader

PUBLICATION-DATE: June 30, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Arnouse, Michael	Old Brookville	NY	US

US-CL-CURRENT: 235/440; 235/441

[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Draw. De](#)

7. Document ID: US 20050139656 A1

L4: Entry 7 of 17

File: PGPB

Jun 30, 2005

PGPUB-DOCUMENT-NUMBER: 20050139656
PGPUB-FILING-TYPE: new
DOCUMENT-IDENTIFIER: US 20050139656 A1

TITLE: Dual-sided smart card reader

PUBLICATION-DATE: June 30, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
------	------	-------	---------

Arnouse, Michael

Old Brookville

NY

US

US-CL-CURRENT: 235/382; 235/441[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KOMC](#) | [Draw](#) 8. Document ID: US 20040143359 A1

L4: Entry 8 of 17

File: PGPB

Jul 22, 2004

PGPUB-DOCUMENT-NUMBER: 20040143359

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040143359 A1

TITLE: System and process for creating custom fit artificial fingernails using a non-contact optical measuring device

PUBLICATION-DATE: July 22, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Yogo, Teruaki	Seto	MI	JP
Li, Yong	LaSalle		CA
Hoki, Kazuhiro	Canton		US

US-CL-CURRENT: 700/161; 700/117[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KOMC](#) | [Draw](#) 9. Document ID: US 20040133275 A1

L4: Entry 9 of 17

File: PGPB

Jul 8, 2004

PGPUB-DOCUMENT-NUMBER: 20040133275

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040133275 A1

TITLE: Implants for replacing cartilage, with negatively-charged hydrogel surfaces and flexible matrix reinforcement

PUBLICATION-DATE: July 8, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Mansmann, Kevin A.	Paoli	PA	US

US-CL-CURRENT: 623/14.12; 623/23.5, 623/23.51[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KOMC](#) | [Draw](#)

10. Document ID: US 20040046736 A1

L4: Entry 10 of 17

File: PGPB

Mar 11, 2004

PGPUB-DOCUMENT-NUMBER: 20040046736

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20040046736 A1

TITLE: Novel man machine interfaces and applications

PUBLICATION-DATE: March 11, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Pryor, Timothy R.	Tecumseh	MI	CA
Smith, Peter	Ann Arbor		US

US-CL-CURRENT: 345/156[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Drawn De](#) 11. Document ID: US 20020036617 A1

L4: Entry 11 of 17

File: PGPB

Mar 28, 2002

PGPUB-DOCUMENT-NUMBER: 20020036617

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020036617 A1

TITLE: NOVEL MAN MACHINE INTERFACES AND APPLICATIONS

PUBLICATION-DATE: March 28, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
PRYOR, TIMOTHY R.	ONTARIO		CA

US-CL-CURRENT: 345/156[Full](#) [Title](#) [Citation](#) [Front](#) [Review](#) [Classification](#) [Date](#) [Reference](#) [Sequences](#) [Attachments](#) [Claims](#) [KOMC](#) [Drawn De](#) 12. Document ID: US 20020022884 A1

L4: Entry 12 of 17

File: PGPB

Feb 21, 2002

PGPUB-DOCUMENT-NUMBER: 20020022884

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20020022884 A1

TITLE: Meniscus-type implant with hydrogel surface reinforced by three-dimensional

mesh

PUBLICATION-DATE: February 21, 2002

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Mansmann, Kevin A.	Paoli	PA	US

US-CL-CURRENT: 623/14.12; 623/23.51, 623/908

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KIMC](#) | [Draw. De](#)

13. Document ID: US 20010042552 A1

L4: Entry 13 of 17

File: PGPB

Nov 22, 2001

PGPUB-DOCUMENT-NUMBER: 20010042552

PGPUB-FILING-TYPE: new

DOCUMENT-IDENTIFIER: US 20010042552 A1

TITLE: Personal holograph nails

PUBLICATION-DATE: November 22, 2001

INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
Dempsey, Lori Ann	Plant City	FL	US
Dempsey, Brian W.	Plant City	FL	US

US-CL-CURRENT: 132/73

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KIMC](#) | [Draw. De](#)

14. Document ID: US 7042440 B2

L4: Entry 14 of 17

File: USPT

May 9, 2006

US-PAT-NO: 7042440

DOCUMENT-IDENTIFIER: US 7042440 B2

TITLE: Man machine interfaces and applications

DATE-ISSUED: May 9, 2006

PRIOR-PUBLICATION:

DOC-ID	DATE
US 20040046736 A1	March 11, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
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Pryor; Timothy R.	Tecumseh, Ontario	N8N 3S8	CA	
Smith; Peter	Ann Arbor	MI	48108	US

US-CL-CURRENT: 345/158; 345/156

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KIMC](#) | [Drawn De](#)

15. Document ID: US 6997381 B2

L4: Entry 15 of 17

File: USPT

Feb 14, 2006

US-PAT-NO: 6997381

DOCUMENT-IDENTIFIER: US 6997381 B2

TITLE: Dual-sided smart card reader

DATE-ISSUED: February 14, 2006

PRIOR-PUBLICATION:

DOC-ID DATE

US 20050139656 A1 June 30, 2005

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Arnouse; Michael	Old Brookville	NY	11545	US

US-CL-CURRENT: 235/382; 235/379, 235/440, 235/451, 705/18

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KIMC](#) | [Drawn De](#)

16. Document ID: US 6720949 B1

L4: Entry 16 of 17

File: USPT

Apr 13, 2004

US-PAT-NO: 6720949

DOCUMENT-IDENTIFIER: US 6720949 B1

TITLE: Man machine interfaces and applications

DATE-ISSUED: April 13, 2004

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Pryor; Timothy R.	Tecumseh, Ontario		N8N 3S8	CA
Smith; Peter	Ann Arbor	MI	48108	

US-CL-CURRENT: 345/158; 345/156, 345/419

[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequences](#) | [Attachments](#) | [Claims](#) | [KIMC](#) | [Drawn De](#)

17. Document ID: US 6629997 B2

L4: Entry 17 of 17

File: USPT

Oct 7, 2003

US-PAT-NO: 6629997

DOCUMENT-IDENTIFIER: US 6629997 B2

TITLE: Meniscus-type implant with hydrogel surface reinforced by three-dimensional mesh

DATE-ISSUED: October 7, 2003

INVENTOR-INFORMATION:

NAME	CITY	STATE	ZIP CODE	COUNTRY
Mansmann; Kevin A.	Paoli	PA	19301	

US-CL-CURRENT: 623/14.12[Full](#) | [Title](#) | [Citation](#) | [Front](#) | [Review](#) | [Classification](#) | [Date](#) | [Reference](#) | [Sequenced](#) | [Attachments](#) | [Claims](#) | [KJMC](#) | [Drawn De](#)[Clear](#) | [Generate Collection](#) | [Print](#) | [Fwd Refs](#) | [Bkwd Refs](#) | [Generate OACS](#)

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THREE	2289421
THREES	1267
DIMENSIONAL	492326
DIMENSIONALS	50
FINGERNAIL?	0
FINGERNAILS	2582
((FINGERNAIL? SAME (THREE ADJ DIMENSIONAL)) AND 3).PGPB,USPT.	17
(L3 AND (FINGERNAIL? SAME THREE DIMENSIONAL)).PGPB,USPT.	17

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